



P R E S E N T S

A-10 TANK KILLER™

Version 1.5

AMIGA® Quick Reference Card

Amiga® Version Programmers:

Peter Heinrich, Steve Cordon,
Rhett Anderson &
Randy Thompson

Quality Assurance:

Gregg Giles, Dan Hinds,
Mike Boyersmith, Corey Reese
& Dan Wilcox

Dynamix, A-10 Tank Killer and VCR Interface are
registered trademarks of Dynamix, Inc. All rights
reserved. © 1992 Dynamix, Inc.

Amiga is a registered trademark of Commodore-
Amiga, Inc. Amiga Workbench™ Version 1.3 ©
1985-1988 Commodore-Amiga, Inc. All rights
reserved. Distributed under license from
Commodore.

Preset Views

Cockpit

- | | |
|----|--------------|
| F1 | Look Forward |
| F2 | Look Left |
| F3 | Look Right |

External

- | | |
|----|-----------------|
| F4 | Front View |
| F5 | Left Side View |
| F6 | Right Side View |
| F7 | Rear View |
| F8 | Victim View |
| F9 | Engagement View |

Floating Camera Views

IMPORTANT: With the activation of the floating camera, **ONLY** the **Backspace** key (not **Enter**) will fire the selected weapon. The Fire Button on a digital joystick or Button #1 on an analog joystick will fire the Avenger Cannon.

Use **Alt-V** on the keyboard or the Control menu (**F10**) to toggle the Floating Camera on/off.

With the Joystick

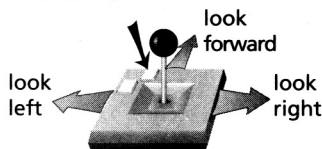
NOTE: A-10 v.1.5 supports both digital and analog joysticks.

Analog Digital

- Button #1 = Fire Button
Button #2 = Return key

From Within the Cockpit

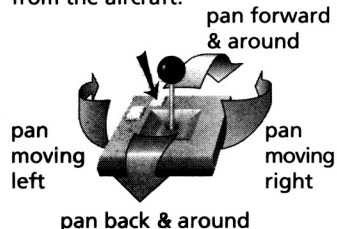
Holding down **button #2/Return** and moving the joystick will look left, right and forward.



From Outside the Aircraft

Holding down **button #2/Return** while moving the joystick will pan the view smoothly around the air-

craft. Holding down both buttons #1 & #2 (analog), or both the fire button and the Return key (digital), while moving the joystick forward/backwards will move the camera closer to or away from the aircraft.



NOTE: Pressing and releasing **button #2/Return** with the joystick centered will switch views between cockpit forward and outside rear.

With the Keyboard

The **numeric keypad** works like the joystick.

Joystick Keys

- Button #1 = Space Bar
Button #2 = Return



With the Mouse

Mouse controls for views are identical to those of the joystick.

Joystick Mouse

- Button #1 = Left Button
Button #2 = Right Button



About the Joystick

A-10 v1.5 supports both digital and analog joysticks. A 15-pin to 9-pin joystick adapter is required for an analog joystick. (Not included in A-10 v1.5.) Joystick button equivalents for A-10 v1.5 are listed below.

Analog	Digital
Button #1 =	Fire Button
Button #2 =	Return key

Preferences Menu

Sounds on/off: Toggle sound effects.

Music on/off/sometimes: The "sometimes" option will turn off just the theme music.

Credits faster/3D: For a slower Amiga®, select "faster credits." For an accelerated Amiga®, select "3D credits."

Joystick analog/digital: If you are using a standard 9-pin joystick, select "digital joystick." If you are using a 15-pin joystick, select "analog joystick."

Calibrate Joystick: Analog joystick only. Make sure the "analog joystick" option is selected from the Preferences menu.

Graphics Modes: For a slower Amiga®, you may want to choose from modes 1-5. The higher the graphics mode number, the slower the game.

VCR Interface™ (F10)

Sounds on/off: Toggle sound effects.

View on/off: Toggle Floating Camera.

Joystick analog/digital: If you are using a standard 9-pin joystick, select "digital joystick." If you are using a 15-pin joystick, select "analog joystick."

World Detail Slider: Choose a lower setting for the 3D world to increase game speed.

Window Detail Slider: The smaller the viewing window size, the faster the game will operate.

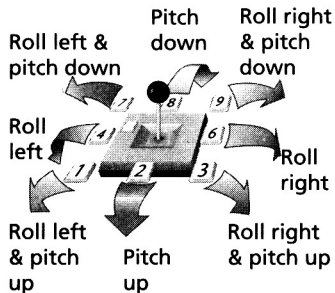
Message Wait: Control the length of time messages are displayed on the screen.

Additional Controls

G	Landing gear up/down
P	Pauses game
M	Bring up strategic map
S	Bring up status screen
D	Display message log
Q	Quit mission requestor
F-10	Display control menu
Esc	Quit mission requestor
Alt-M	Music on/off
Alt-S	Sound effects on/off
Alt-J	Joystick analog/digital
Alt-C	Calibrate joystick
Alt-Q	Quit

Flight Control

Movement



The mouse is self-centering and will automatically recenter itself after each movement command.



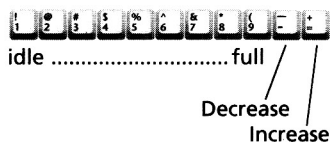
Rudder

The rudder can only be controlled from the keyboard.

<	Left rudder
>	Right rudder

Throttle

The throttle can only be controlled from the keyboard.



Weapons Control

NOTE: When the Floating Camera is ON, use BACKSPACE to fire the **Selected Weapon**.

Joystick

Button #1 =	Fire Avenger Cannon
Button #2 =	Fire Selected Weapon

Keyboard

Spacebar =	Fire Avenger Cannon
Backspace =	Fire Selected Weapon

Enter	= Fire Selected Weapon <u>or</u> control Floating Camera
or 	

Mouse

Mouse controls are identical to the joystick.

Joystick Mouse

Button #1 =	Left Button
Button #2 =	Right Button



Weapons Select

H	Maverick
J	LGB
K	Rockeye
L	Durandal
;	Sidewinder
F	Release Flare
C	Release Chaff
[]	Weapons Cycle
Tab	Target Cycle